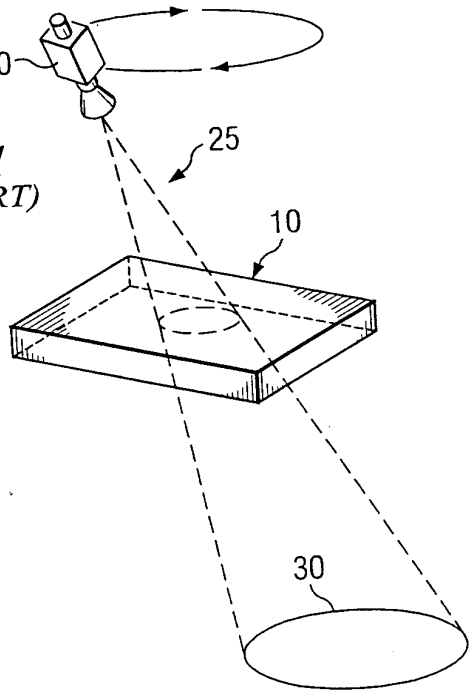


FIG. 1
(PRIOR ART)

FIG. 2A
(PRIOR ART)

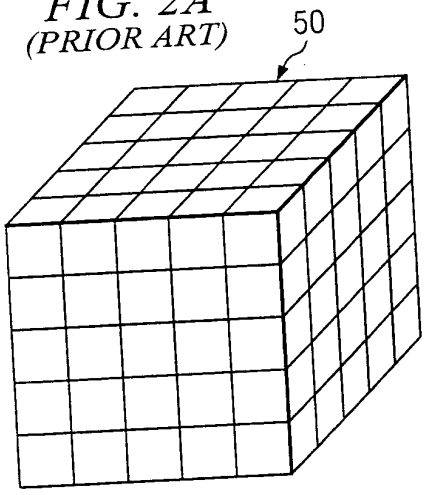
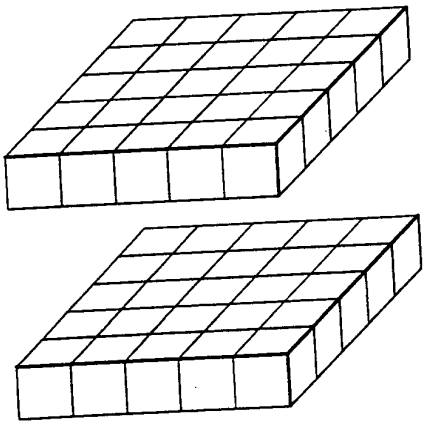


FIG. 2B
(PRIOR ART)



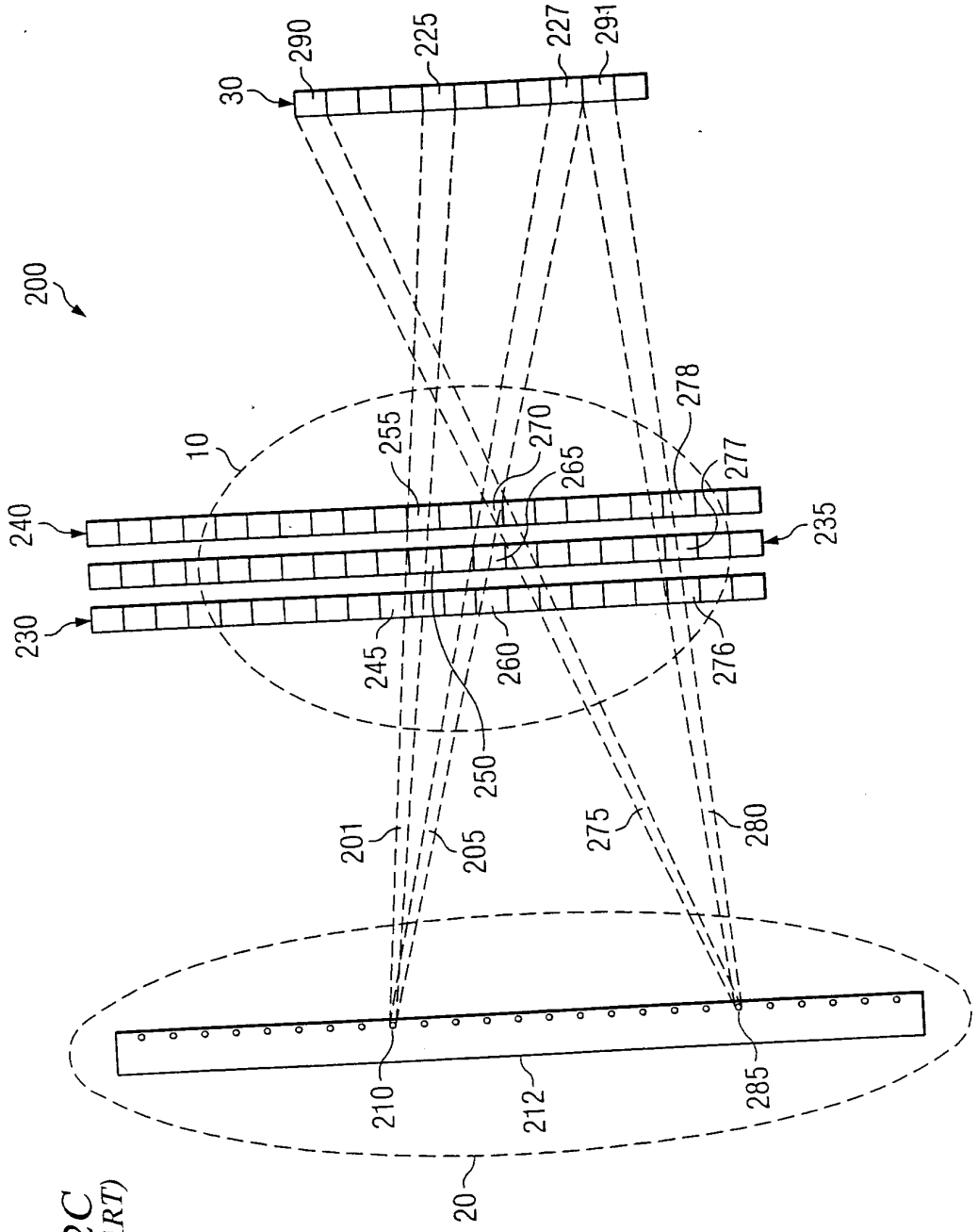


FIG. 2C
(PRIOR ART)

FIG. 3A

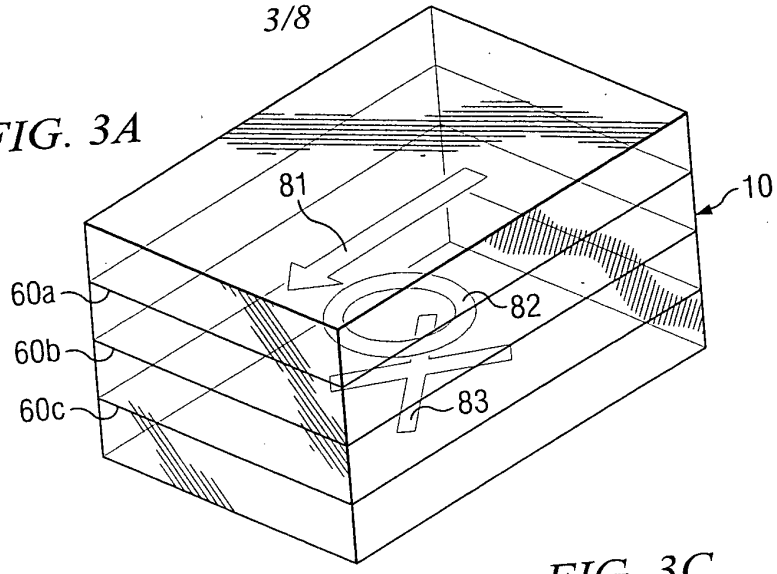


FIG. 3B

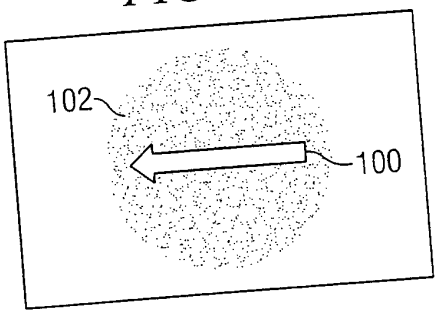


FIG. 3C

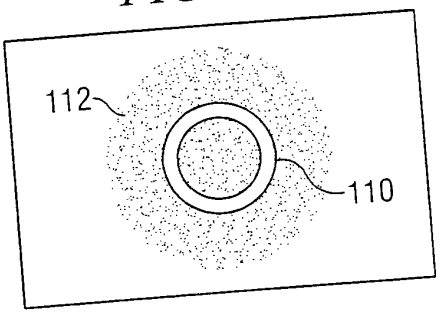


FIG. 3D

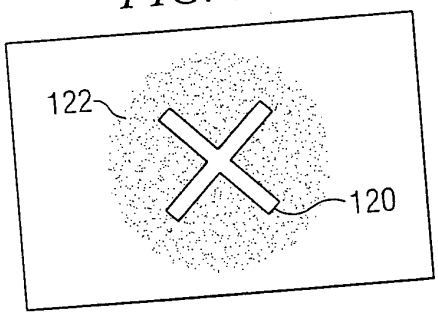


FIG. 4

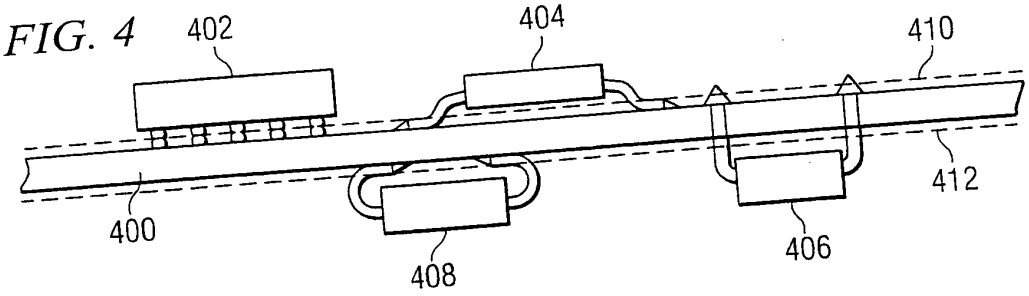


FIG. 5A

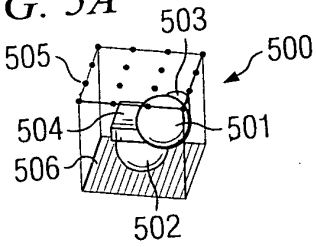
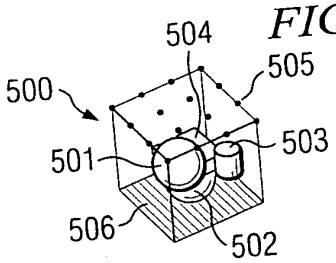


FIG. 5B



LEGEND:
YELLOW BALL ~ 501
BLUE BALL ~ 502
GREEN CYLINDER ~ 503
RED BOX ~ 504

FIG. 5C

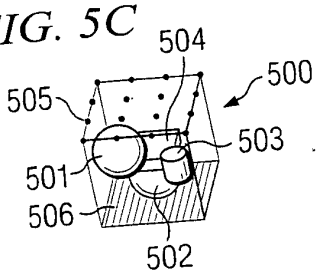


FIG. 5D

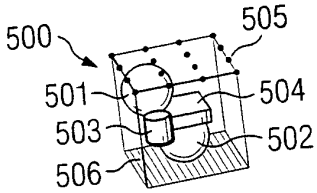
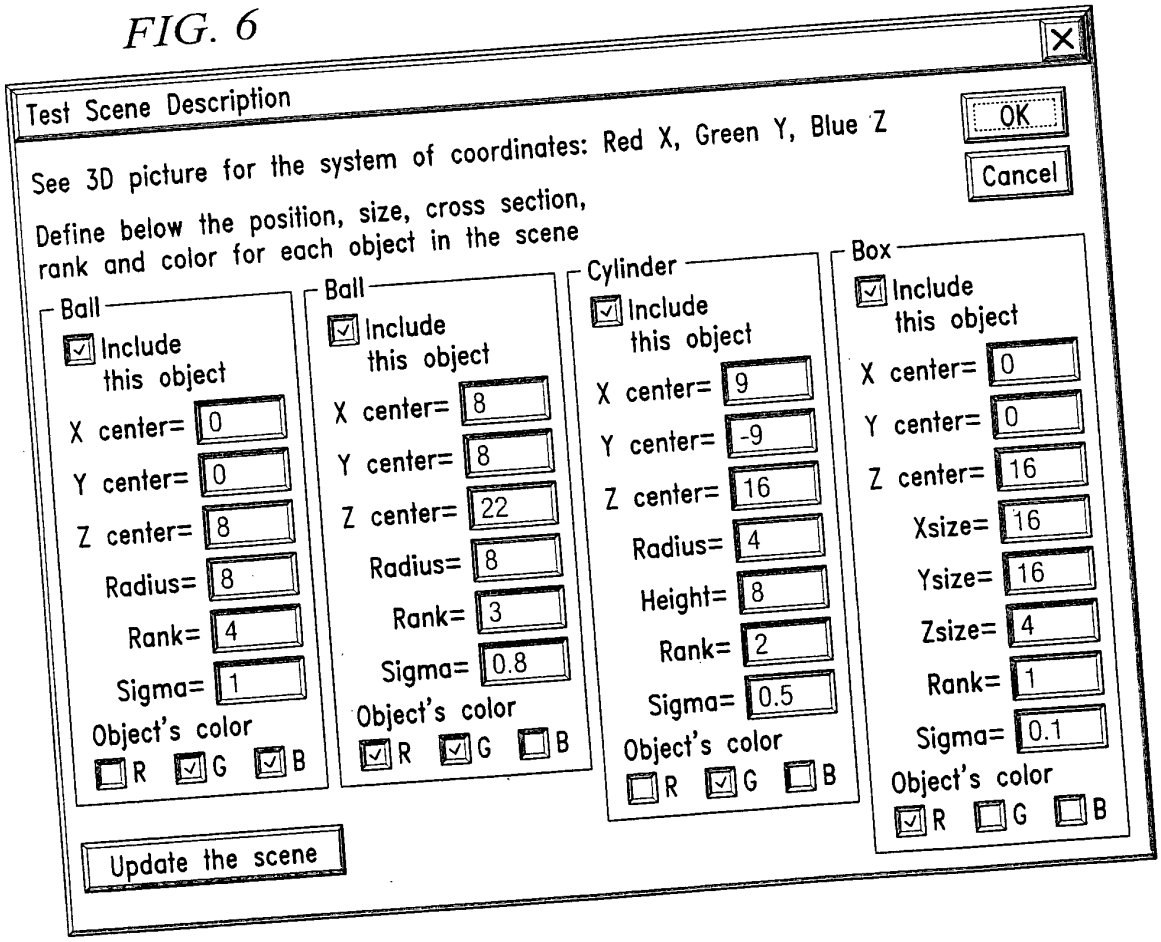


FIG. 6



700

FIG. 7

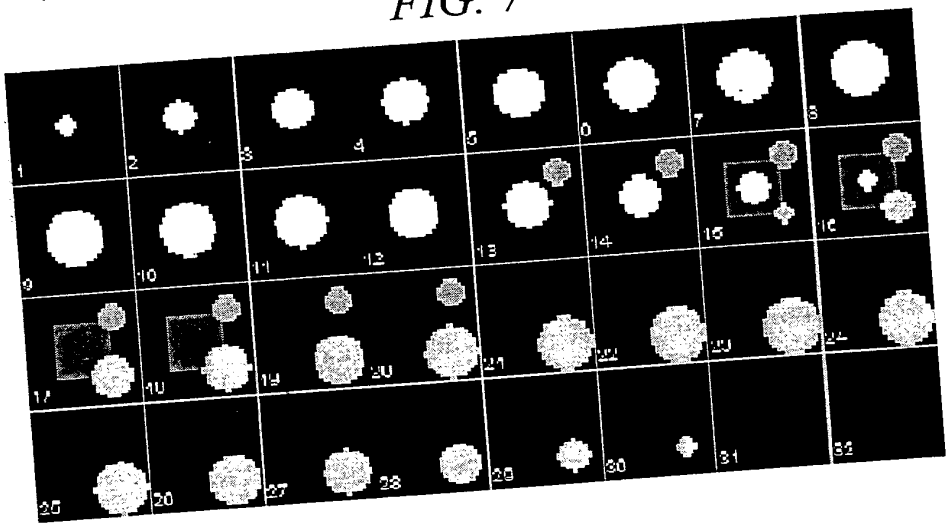


FIG. 8A

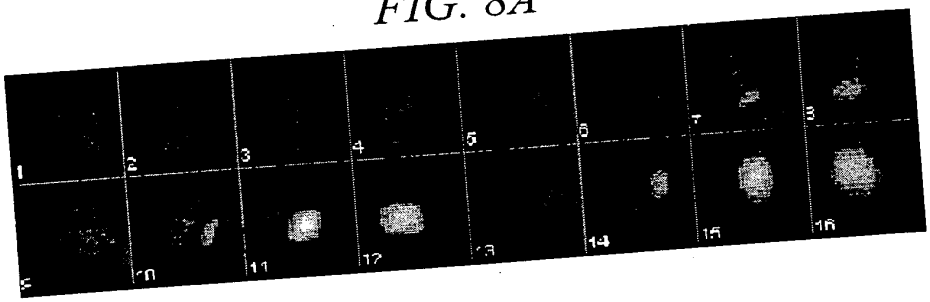


FIG. 8B

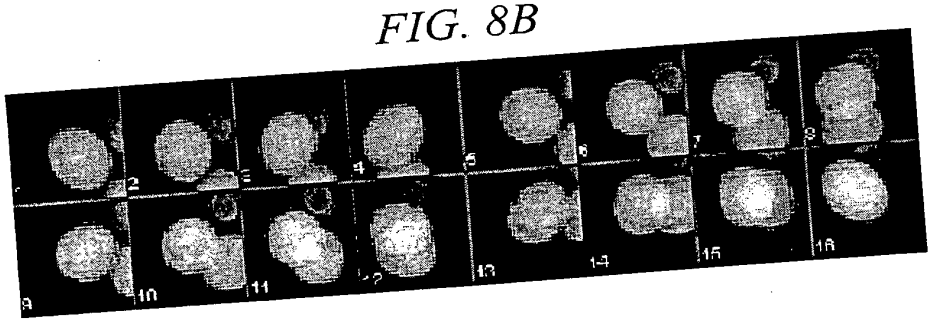


FIG. 9

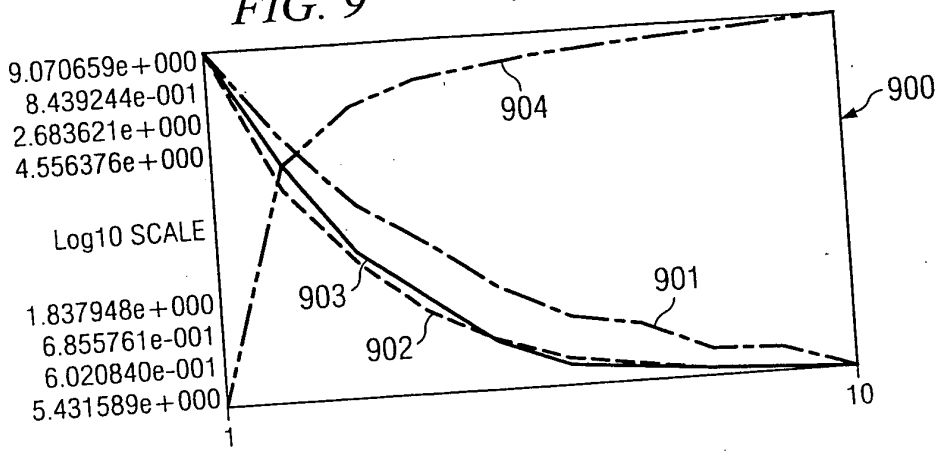


FIG. 10

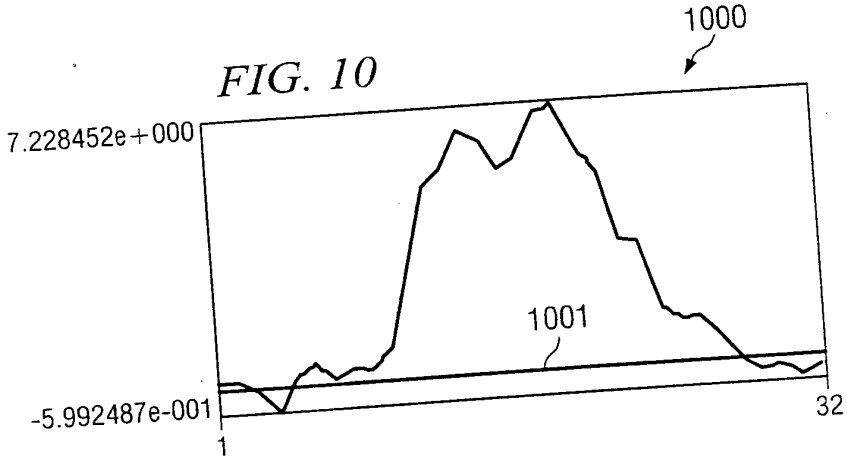


FIG. 11

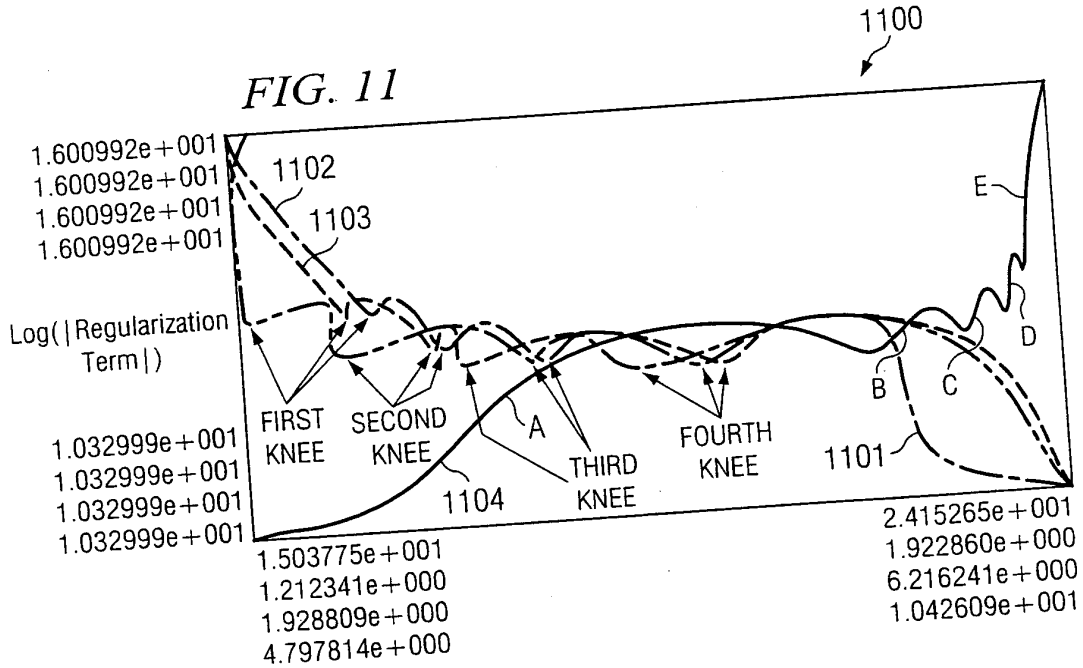


FIG. 12A

1200

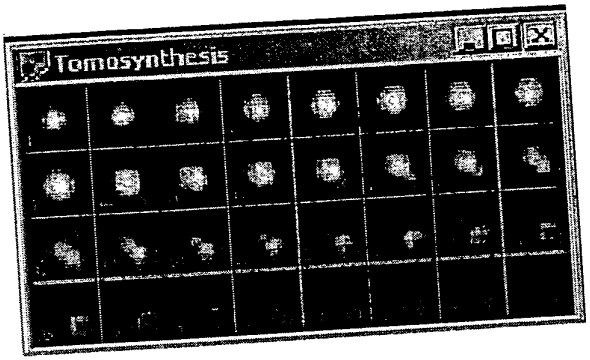


FIG. 12B

1201

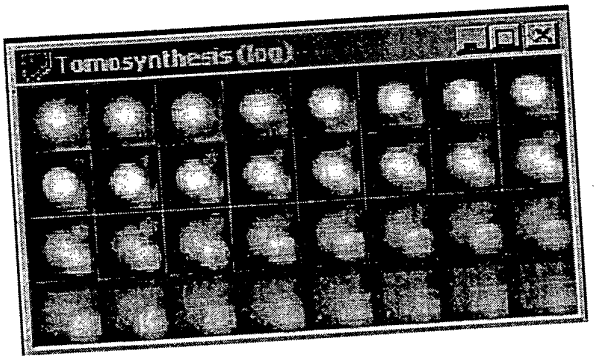


FIG. 13A

1300

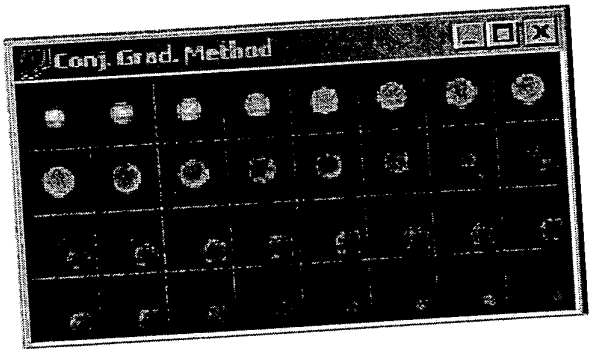


FIG. 13B

1301

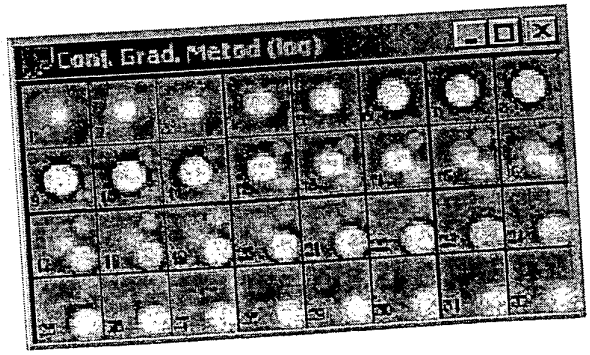


FIG. 14

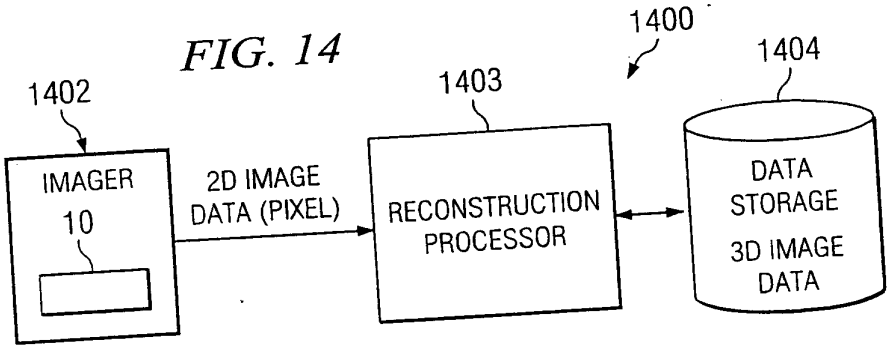
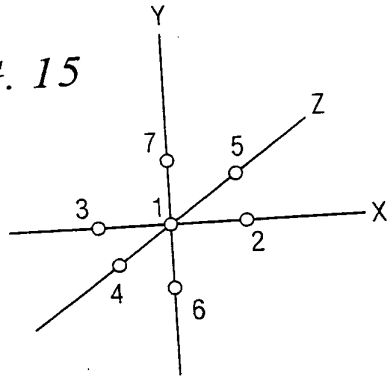

1400
1402
1403
1404
IMAGER
10
2D IMAGE
DATA (PIXEL)
RECONSTRUCTION
PROCESSOR
DATA
STORAGE
3D IMAGE
DATA

FIG. 15


Y
Z
X
1
2
3
4
5
6
7